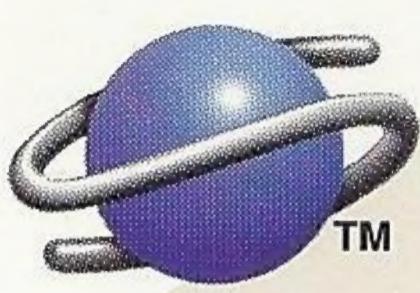


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## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

#### ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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# SCORCHER

G A M E      M A N U A L

# SCORCHER

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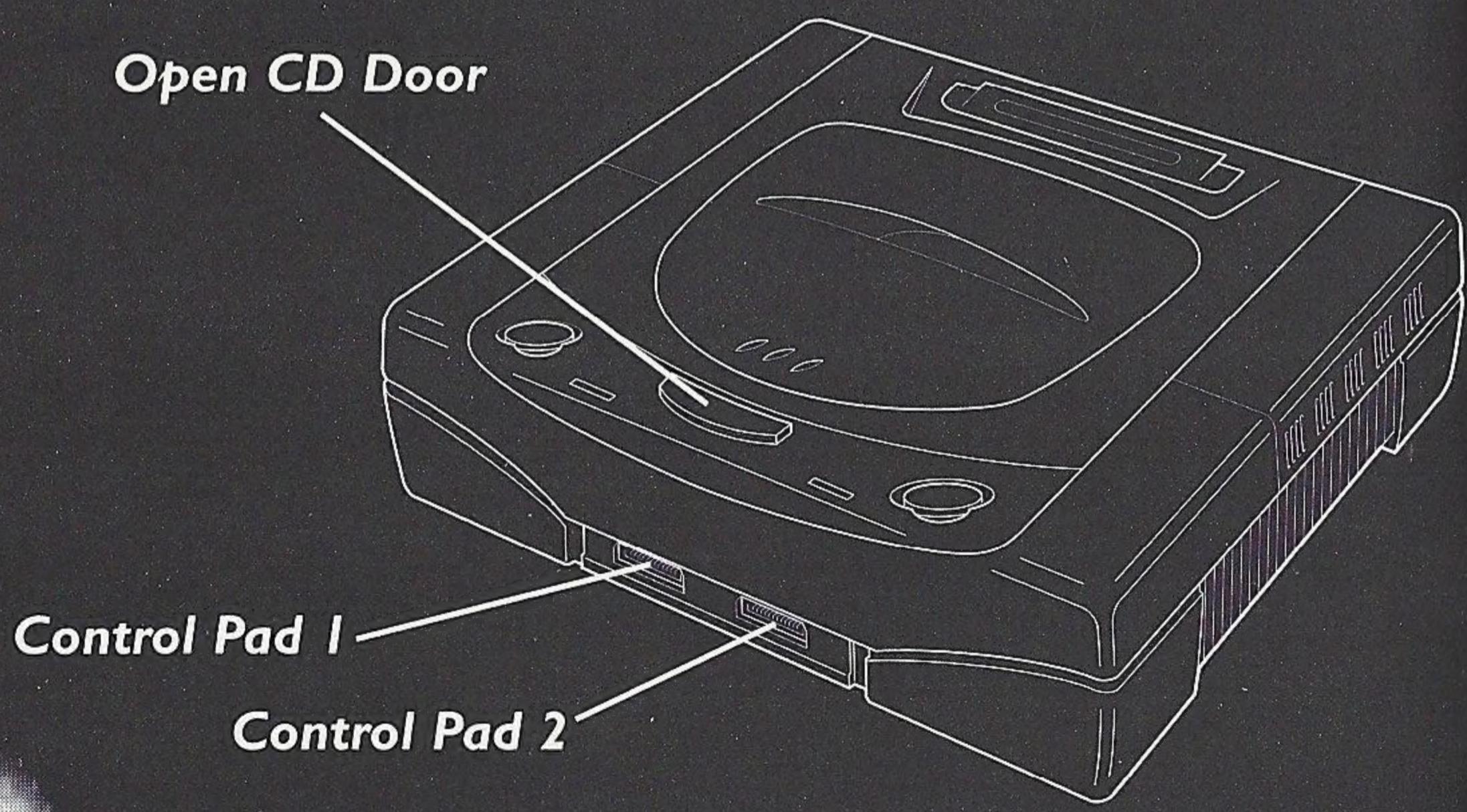
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# SET UP

## Getting Started

1. Set up your Sega Saturn System as described in its instruction manual.
2. Place the Scorcher disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, open the CD drive door, or perform a soft reset during the Title Loop to reach the CD Control Panel.



# SET UP

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

**Note:** *The Scorch CD has to be present in the drive to run the game!*

# THE FUTURE

Year 2021.

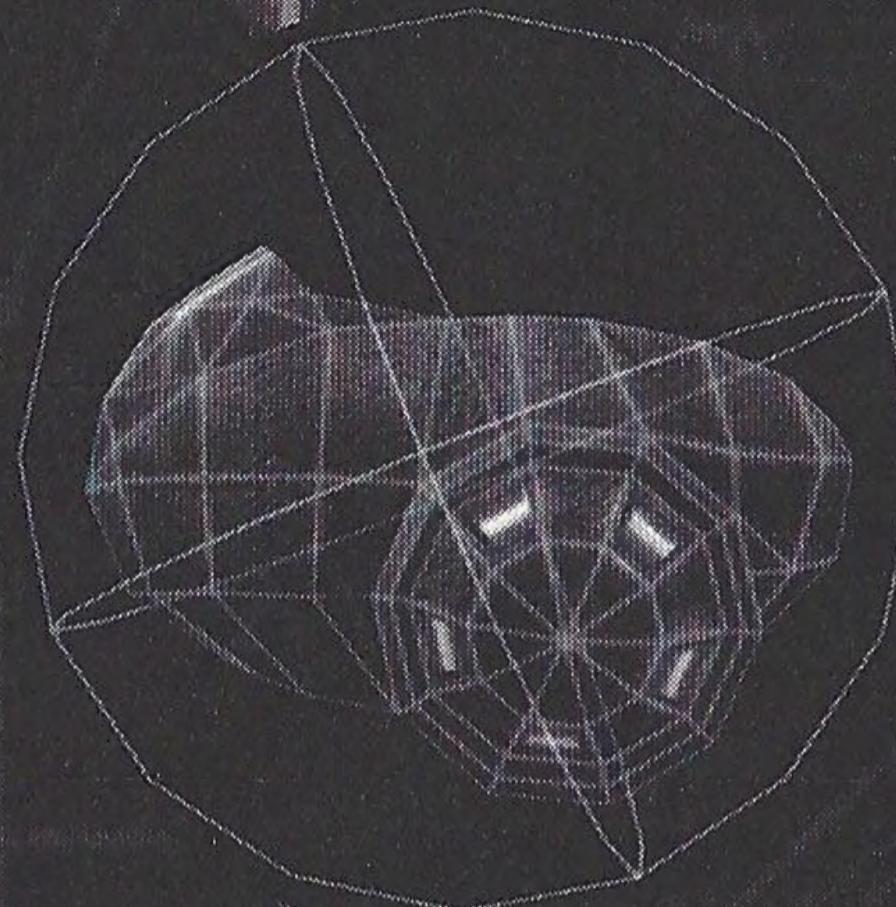
The world has seen better days. War and pollution has disposed of large parts of humanity and most of the large cities of the earth have become abandoned wastelands. Special speed bikes have been invented to travel fast from complex to complex along the highways.

# THE FUTURE

Equipped with a spherical force field, these bikes allow the rider precise control during extremely high speeds. This invention started a whole new sport known to some simply as "Scorcher".

You are placed starting at the kids track working your way through the championship until you reach the final race at the spiral.

# THE SCORCHER BIKE



## The Scorcher Bike

The Scorcher bike is a very fast and maneuverable driving machine. Its design is somewhat similar to the motorbike, but inside the case the bike looks nothing like an oldfashion 20th century machine.

### Technical Specifications

The bike is a fast all-terrain heavy-duty driving machine. It features a force field that protects the driver from most crashes and small falls. A gyro system is used to maintain an upright position of the driver. The engine runs on a tiny nuclear power cell, which can last up to 30 years.

The bike features a powerful jump mechanism, which enables it to leap up to 4 meters off the ground. It also features boost for fast acceleration. This boost mechanism was developed for racing cars years ago, but was never really put to use until now. The discovery was made a couple of months before the war, but no one ever got to use it.

# THE SCORCHER BIKE

## Bike Design

The nuclear cell is placed in a small chamber below the driver seat. The force field is maintained by the 2 big pods on the side of the bike. There are 3 exhaust mechanisms: One in each pod, and one in the back end of the bike.

Maximum speed	280 km/h
Average speed with boost	360 km/h
Maximum speed with boost	450 km/h

## Technology

The big leap from the 20th century bike to the Scorchers bike was made possible mainly by two discoveries: low temperature rocket combustion combined with weak nuclear electromagnetic forces.

# THE SCORCHER BIKE

## The Force Field

After the unification theory showed the connection between weak nuclear forces and electromagnetic forces, it was possible to make a weak nuclear electromagnetic field that could interact with uncharged materials.

By changing the direction of the field, it is possible to actually make it rotate and work as an engine.

## Boost and Side Movement System

Normal driving requires ground contact, but the boost and side movements are controlled by an air exhaust system, similar to a low temperature rocket combustion system, that works even when the bike is in the air.

# THE SCORCHER BIKE

## Enemy Bikes

There are 4 bikes in every race, except for track I, due to its small size.

### Psychological Profile of Racers

There are three main types of scorcher racers.

#### Speed Freaks

Kids with a death wish. Live fast, die young.

#### Treasure Hunters

Mostly in it for the money, fame and groupies.

#### Spiritual Bikers

The weirdest bunch of them all. Members of a cult who believe, that high speed racing is a religious act that will bring them closer to their high-tech god.

#### Red Menace

The most dreaded racer is "Red Menace". A legend in her own time and a pain in the ass for all macho racers. She has been winning most scorcher championships for several years. You will understand her nickname when she blazes past you in her red demonic outfit.

//

# TRACKS

## Track 1: The Dump

One of the small town race tracks where kids race each other. Once in a while the track is put to use for professional races with championship rules and time limits, in order to find new ace riders for the championship. This race is kept secret by the sponsors to avoid attracting too much attention. If you kick ass on this track you are on your way to become a pro.

## Track 2: The Suburbs

This track runs through a suburban area outside of a metropolitan area. All that's left of this city is a couple of hotels and gas stations. Several drivers were killed last year in a terrible crash in one of the tunnels. The fact is that this track is often underestimated, and causes lots of crashes. It is also considered the fastest track in the championship.

## Track 3: Tunnels

This area is a dump site for chemical waste. Truckloads of waste are dumped in underground tunnels. The race takes the drivers through these tunnels which will expose them to toxic fumes. It is renowned for its dangerous loop, where several drivers have been shot off the track trying to master it. The loop is not the only tough obstacle though, as it reportedly features various missing road parts as well.

## Track 4: Radioactive Waste

This area used to be a complex of power plants. The area was taken over by machines years ago, when radioactive waste leaked from a major factory and made the place inaccessible to humans. No one has been inside the complex since. The factories are still working ok, but the roads surrounding the area have started to deteriorate. Watch out for holes in the pathway. Lots of jumps and speedups are required to master this track.

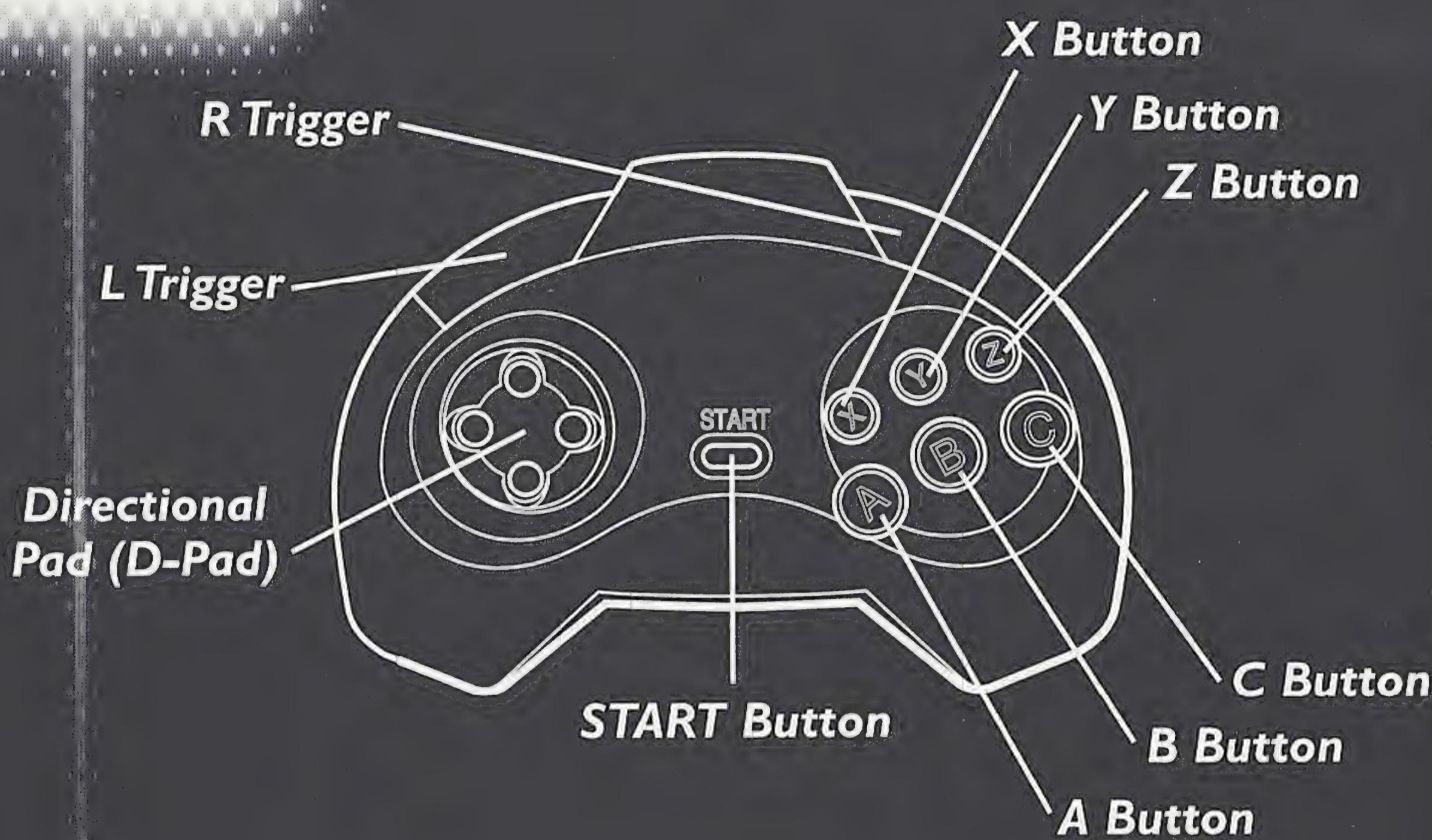
## Track 5: Downtown

This place used to be a very popular and busy city in the 20th century with millions of residents. After a big earthquake chaos ruled, and for years the city remained deserted. Today the city is mainly inhabited by a few rivaling gangs, despite the government's attempts to rebuild the city. Watch out for burning cars, collapsed roads and ongoing construction.

## Track 6: The Spiral

This is it!. Here the championship is finally settled. This is the only track that was specifically built for the championship. Built to take the bike and its driver to the limit. It goes high off the ground and takes a lot of maneuvering and jumping. The track has a very high death toll. The government has been trying to shut it down, but it's very popular with the audience as well as the sponsors.

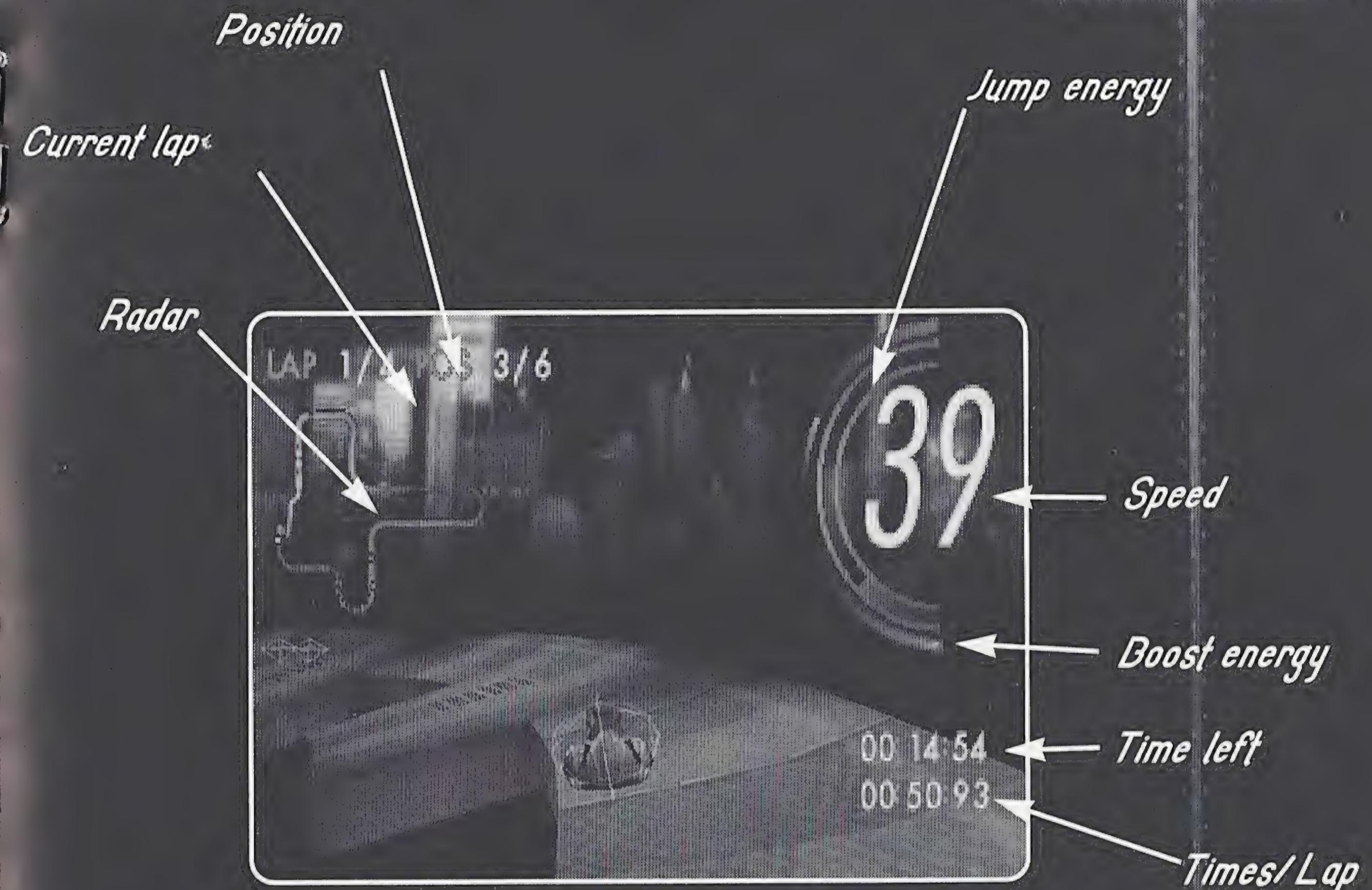
# CONTROL



## Control Default Joypad Settings

Speed	—	B Button
Brake	—	D-Pad Down
Left	—	D-Pad Left
Right	—	D-Pad Right
Hard Left	—	D-Pad Top Left
Hard Right	—	D-Pad Top Right
Boost	—	A Button
Jump	—	C Button

# CONTROL



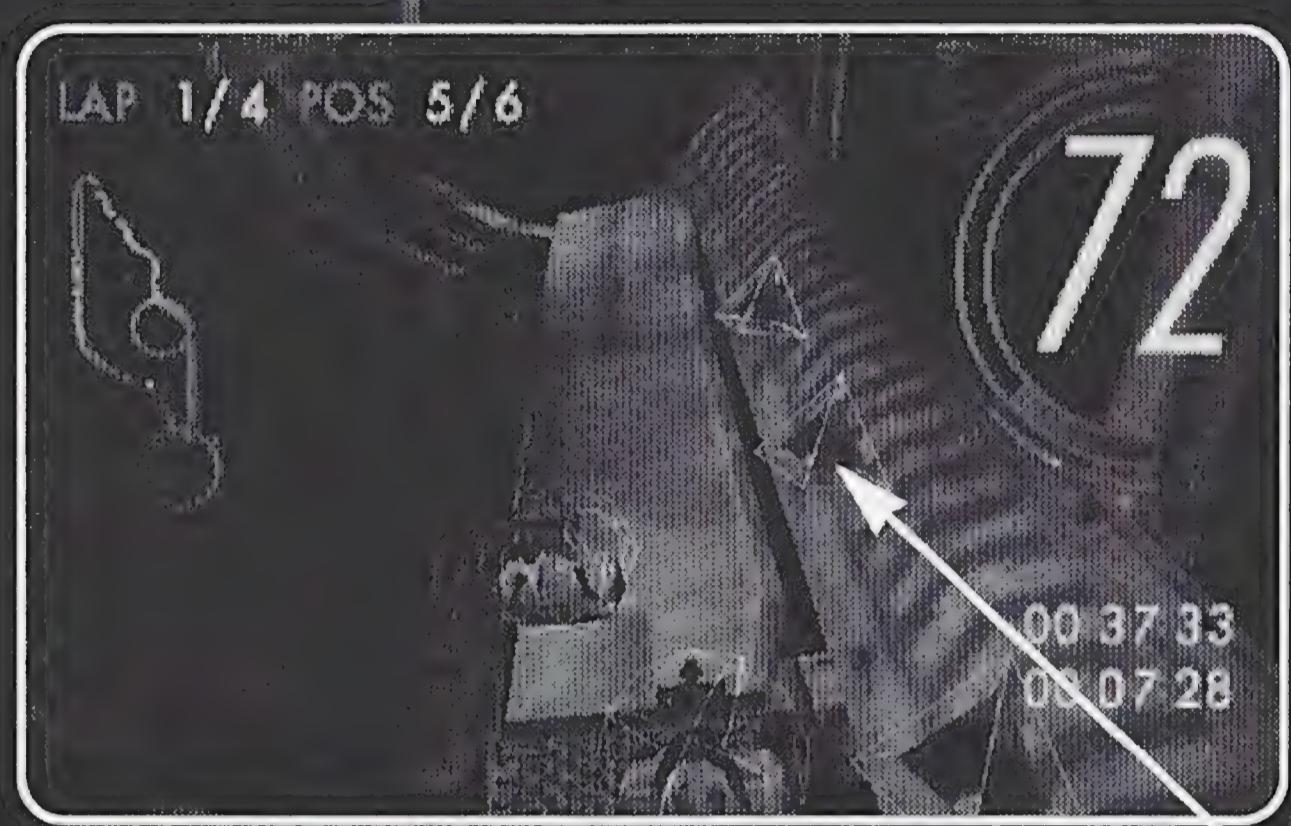
## Screen Read Out

### Radar

Follow your position on the radar. You are represented by a blue dot. The other drivers are represented by a dot in their respective color.

# POWER UPS

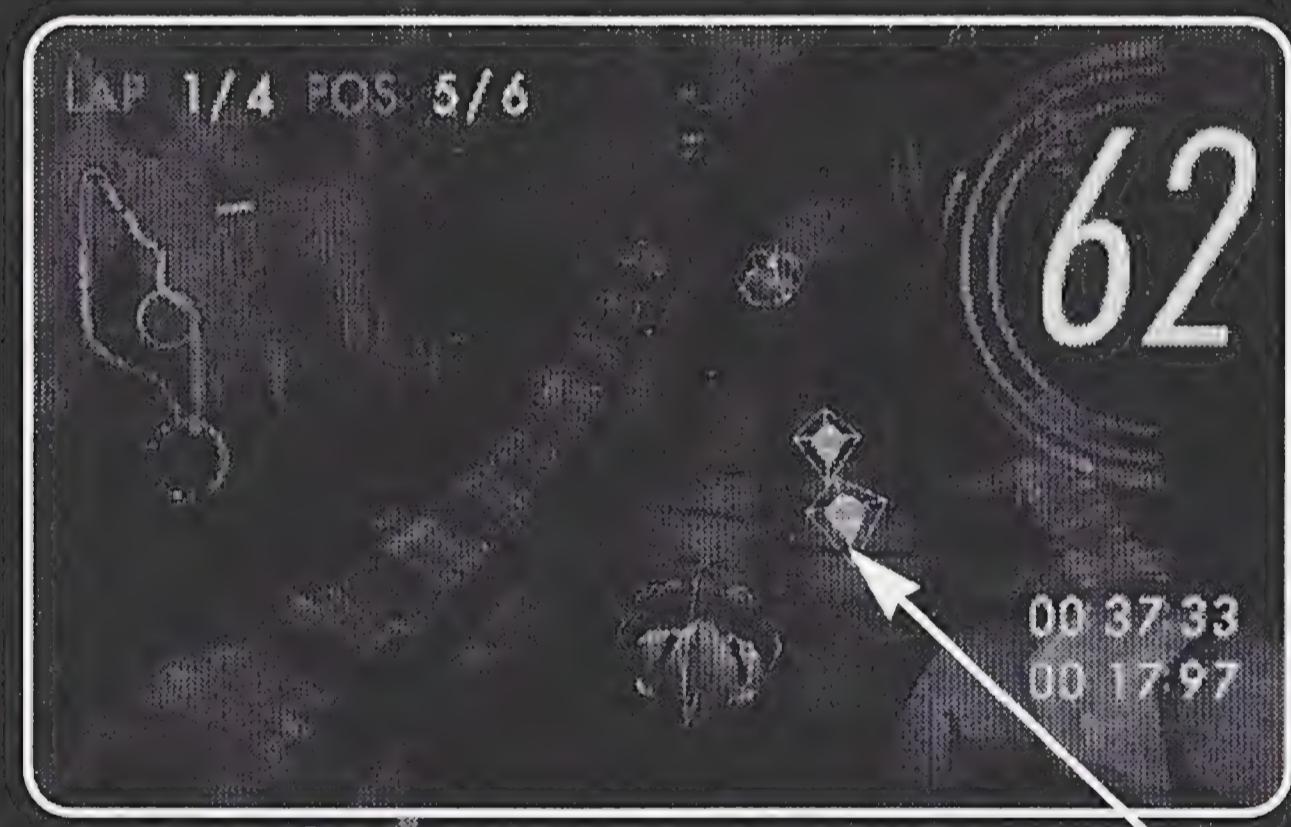
## Powerups



### Jump

The bike can leap off the ground for a short while. There is an energy meter on the screen, the blue bottom part shows how much jump energy is left. You can pick up more jump energy by hitting rotating blue energy pyramids on the tracks.

*Blue jump-pickups*



### Boost

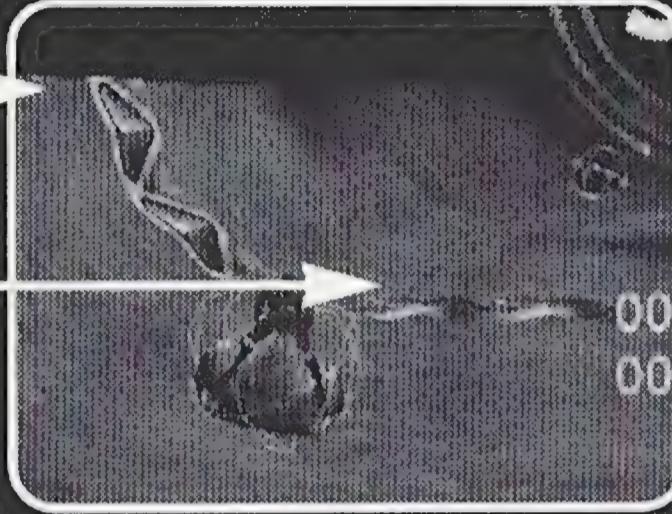
Hitting the boost button will give you a short speed boost. There is an energy meter on the screen. The green top part shows how much boost is left. You can pick up more boost by hitting rotating green energy trades on the tracks.

*Green boost-pickups*

# POWER UPS

## Ground Switches

You can come across 2 types of ground switches.



Green ground switch  
(*Speed Lane Switch*)

Activates a speed lane of green arrows.



Red ground switch  
(*Obstacle Switch*)

Activates a red retaining field area.

## Speed Lane

By running over "Speed Lane Switches" you can activate a speed lane. A long lane of green arrows light up. Hit as many as possible to gain speed.

## Obstacles

By running over "Obstacle Switches" you can activate a stop lane. An area of red retaining fields light up. Speed will be drained if you hit one of these red squares. The more squares you hit, the more speed will be reduced.

# SELECTION MENUS

## Selection Menus

### Scorcher

Start Race  
Options

Quit

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### Scorcher

Championship  
Time Attack  
Practice

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### Scorcher

Settings: User  
Controls  
Graphics  
Sound

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### Scorcher

Select difficulty: Normal  
Configuration  
View highscores  
Music

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### Maneuvering Menus

Use Up and Down on the D-Pad to choose menu items. Use the A Button to go to submenus. When you are done with a submenu use the B Button to go back to parent menus. Multiple choice menu items ends with a ":"

*Example:* Select difficulty: Normal/Hard

### Start Screen

Start Race  
Options

Go to Start Race menu, to play Scorcher till you drop.  
Go to Options menu.

### Start Race Menu

Championship

Start game in championship mode.

Lap attack

Start game on your stage of choice, as long as you are qualified.

Practice

Same as lap attack, but there are no other bikes during practice.

### Options Menu

Select difficulty:

Choose between: Easy, Normal, Hard, with left and right arrow key.

Configuration:

Go to Configuration menu.

View high scores

Go to View high scores menu.

Music

Go to Music menu.

# SELECTION MENUS

## Configuration Menu

- Control Go to Control menu.
- Graphics mode Go to Graphics mode menu.
- Sound Go to Sound menu.

## Scorcher

- Best lap time
- Best track times
- Best championship times

Zytrax 1996 a Scavenger team

## View High Scores Menu

This menu lets you choose which highscores to view.

- Title
- Complete
- 1. First Race
- 2. Wasteland
- 3. Industry
- 4. Tunnels
- 5. Downtown
- 6. Dome

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## Music Menu

In this menu you can listen to the different music pieces from the game. You choose by using the up and down arrow. Enter starts the selected piece.

# SELECTION MENUS

## Scorcher

Music: On

Sound FX: Off

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Music:

Sound FX:

## Sound Menu

Turn the music on or off.

Turn the sound effects on or off.

## Ingame Menu

If you want to change settings while playing, hit start key, to enter the ingame menu.

Resume Race:

Control:

Graphics:

Sound:

Quit race:

are

When you want to continue

Go to the control menu.

Go to the graphics menu.

Go to the sound menu.

Will quit the particular game you  
playing and return you to the start  
screen.

## Scorcher

Resume Race

Controls

Graphics

Sound

Quit Race

Zyrinx 1996 a Scavenger team.

# SELECTION MENUS

## Best track times

SAM	01:06:21
TIS	01:14:18
SAM	01:15:15
TIS	01:16:04
PKF	01:18:15

## Best Track Time Screen

If your time is between the 5 best for a track, this screen will appear after the game and you can enter your initials. You can also view this screen from the view high score menu and choosing "Best track time".

## Best Championship Times

The same as above, it just relates to championship times instead.

## Best championship times

RIS	3	19:59:99
TIS	2	02:43:13
GNA	2	19:59:99
SAM	1	01:15:15
SAM	1	01:20:95

## Scorcher Race Rules

Races have a flying start where bikes get sent off one by one. There is a time limit on each lap (the big number counting down in the upper right corner). If you fall off the track you are transported back, but you waste valuable time regaining speed.

You can choose one of 3 modes: Championship, Time attack and Practice mode.

### Championship

There are 6 levels in the tournament. You have to be first, second or third in order to qualify for the next race.

### Time Attack

This mode is for setting level records. In this mode you can choose between the tracks that you have completed.

### Practice

This mode is for practicing new levels. There are no opponents.

## Qualifications For a Race Track Championship

In the championship you start on race track 1, and qualify for the next track by finishing between the 3 best racers.

### Time attack

For the time attack you can always enter a race one of the first 3 tracks. But to race one of the last 3 you have to complete it before in a championship race.

## Practice

You can practice on all the levels, that you can enter in a time attack race, along with the next level as well.

## High Score Items

There are 3 different kinds of times that appear on the high score:

### Lap Time

Lap time is the time for one round of a race.

### Track Time

Track time is the total time to complete all the rounds of race track, minus the placement time bonus (10 seconds time bonus for coming in first; 5 seconds time bonus for coming in second).

### Championship Time

A combination of two things: how many stages you complete, and the track time from the last level.

## Difficulty Settings

You can set the level of difficulty in the option menu.

### Timeattack

In normal mode all pickups will reappear within a short while after being picked up. When selecting hard, the pickups will not reappear.

### Championship

If you use pickups in normal mode they will reappear within a short while. On hard, the pickups will not reappear, making the game more of a challenge.

## Hints

Here are a few hints and strategies.

### Boost

Boost is most effective when the bike has stopped or is driving very slowly. You burn up boost energy very fast, so save a little energy in case you crash and have to restart.

### Wall Contact

If you drive along a wall, it will slow you down because of friction. So try to stay clear of the wall as much as possible.

### Ground Contact

You can boost and do side movements in the air, but you don't have a lot of control over the bike. For normal driving and jump you need to be on the ground.

### Too Fast

You can actually go too fast in a few places. Especially on level 3 you will have problems if you go too fast at the end of the track.

### Turns vs. Sides Movements

*It is better to use a hard turn:  
If you have to turn sharply*

*It is better to use side movements:*

*If you hit a wall, and want to get back on track.*

### Running Scorch in Wireframe or Flat

If you want to run the game in wireframe or flat, it is a good idea to familiarize yourself with the different levels by playing them with the polygon setting set to texture, because certain things are hard to see in wireframe or flat.

# CREDITS

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Manual: Sami Badawi + Jesper Kyd

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Developed by

ZYRINX

1996

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Lisa Darrow + Kirsten Bogden + Mikko Tahinen + Güz + Martin  
"Mez" Damsbo + Hans "Sjok" Hansen + Maurice Garces

## notes

# SCORCHER notes

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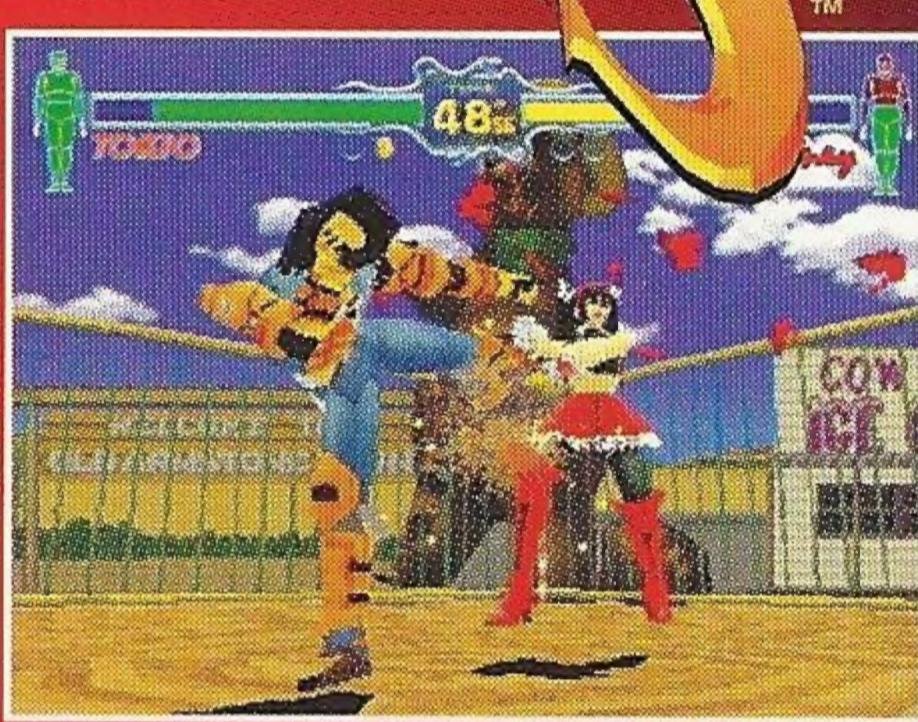
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